commodore
COMPUTER SYSTEMS DIVISION

inter-office memo

To: Charlie Winterble

Date: May 14, 1982

From: Kit Spencer

cc: J.Tramiel
M.Tomczyk

Subject: MAX Machine

1. Cartridges

Please note on my project list that I have the following coming from you:

a. MAX BASIC cartridge
b. MAX Music Maker cartridge
c. two original games

Will you please let me have full specifications, in particular on the Music Maker and BASIC cartridges, together with a brief description of the games. I anticipate that these will be demonstratable by June 1st and to be released by June 15th. Mike Tomczyk will be in touch with you each Friday in order to maintain our international software report.

2. Fuller BASIC Cartridge

I believe the current (Mini) BASIC cartridge which has no lower case letters or graphics available (i.e. only upper case letters) -- plus the fact that MAX has no printout capability -- meaning that this is only a simple learning cartridge and does not compete as a computer, and does not make the MAX a full computer. I believe we should provide a Fuller BASIC Cartridge, perhaps with more RAM capabilities, offering "PET" graphics, i.e. lower case letters, and a high degree of compatability with other machines in our range.

Please advise if you are working on this and if any I/O (for printer) can be added. As a consideration we could make the "Mini" BASIC cartridge really low cost by possibly excluding the cassette operation and having this on the more advanced version. Let's discuss this at once.

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3. Music Overlay

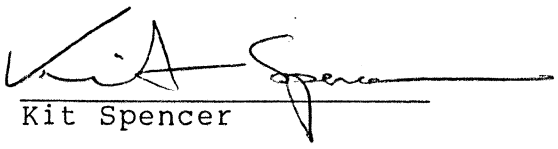
Can you please provide a sample, specification and let me have status on this. I have already gone to print on initial literature excluding this proposed feature. I am assuming that we will most certainly package this with the Music Maker cartridge. Please confirm with your comments. Until this is resolved, outside software houses are limited on some of the work that can be done on music cartridges.

4. Demonstration Cartridge

We have so far demonstrated the prototype by inserting several different cartridges. As the machine itself does nothing, I believe we must consider putting a cartridge in every machine package we sell. John Stockman specified a demonstration cartridge that would demonstrate all three aspects of this machine (i.e. music, programming, a game) in one cartridge operable from the keyboard. I believe this should be made a priority project for your group. Please confirm as it is esential to fix this in the packaging design and pricing etc., and CES is almost upon us.

5. Addition of 2K Memory to Max

As you know, many of the programmers have been stating that it would be easier to add 2K memory to the machine, as it would also add power to the MAX's computing aspects and open-up possibilities for some different types of games which would increase our competitive margin. I understand Tony Tokai is already proceeding to put 2K RAM in some of his cartridges. Please advise on the time and cost feasibility of putting this on the machine in the first place, it may well be much more cost effective for us to put the 2K RAM in each MAX and make cheaper cartridges. Adding 2K RAM once on the MAX certainly seems more efficient than adding the same RAM to several different cartridges per machine.



Kit Spencer

KS/bak

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contributed by
Michael Tomczyk**